

### Spaced Out Sports Playbook and Video Evaluation Rubric

	4	3	2	1
<b>Design/Execution of Game</b>	All components (objects, terms, rules, diagrams/ demonstrations)are exemplary and exceed requirements.	Most (3of 4) components are included, and most rule and game requirements are met.	Half or less (2 of 4) components - and rule and game requirements are met.	1 or less components and 1 or less rule and game requirements are met.
<b>Demonstration of Newton's Laws</b>	The game design rules, terms, and demonstrations exhibit clear understanding and application of 1 or more of Newton's Laws.	Most of the game design, rules, terms, and demonstrations exhibit clear understanding and application of 1 or more of Newton's Laws.	The game design, rules, terms, and demonstrations exhibit some understanding of 1 of Newton's Laws.	The game does not exhibit an understanding of any of Newton's Laws.
<b>Clarity</b>	Game design, rules, terms and demonstrations are clearly expressed and easy to understand.	Most (3of 4) of the game design, rules, terms, and demonstrations are clearly expressed and easy to understand.	Parts of the game design, rules, terms, and demonstrations are understandable.	Game design, rules, terms, and demonstrations are not clearly expressed and are difficult to understand.
<b>Creativity/ Uniqueness</b>	Game design, terms, rules, and use of objects are highly creative and unique.	Most (3 of 4) of the game components are creative and unique.	1-2 game components are creative and/or unique.	Game lacks creativity and uniqueness.
<b>Safety</b>	Demonstration of Safety throughout the game. Safety plan and considerations included.	Demonstration of safety in most of game. Safety plan and considerations included.	Demonstration of safety in parts of the game. Few safety considerations included.	No safety considerations. Potential for danger and/ or accidents when play game.